The
Sega System.

Instruction Manual

SEGA®

Contents

Parts Identification

SEGA SYSTEM

POWER BASE

Cartridge Slot

Pause Button

Reset Button

Power Button

Sega Card Slot

CONTROL PADS

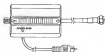Power On Indicator

Mini-Stick
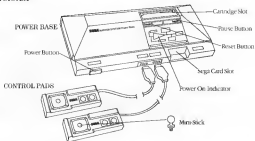
SEGA LIGHT PHASER (Optional)

SEGA CARTRIDGE

The Mega Cartridge

SEGA

Auto RF Switch Box

AC Adaptor

F-type Converter
(300/75 ohm)

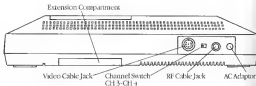Matching Transformer
(75/300 ohm)

Video Cable

Precautions

■ When not in use, unplug the AC adaptor from the electrical outlet.

■ Do not leave the system or any of its parts in direct sunlight, in damp areas or near a heater.

■ Use Sega's AC adaptor. Using a different AC adaptor may result in problems due to differences in polarity, voltage and current.

■ Do not disassemble the console or any of its parts.

The Sega Connection

Hooking-up the Sega System

BACK VIEW OF THE POWER BASE

Extension Compartment

Video Cable Jack   Channel Switch   RF Cable Jack   AC Adaptor
                    CH3-CH4

A/V OUT +   CH3-CH4   RF OUT   AC-ADAPTOR
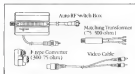
*Sega System Power base comes equipped with RGB analog output for use with specialised monitor with RGB analog input. For information regarding its use, call Sega Consumer Services.

Connections to TV/Monitor and Antenna.

There are various types of TV sets and antenna terminals. For this reason, we've provided *four different types of connectors:*

- The video cable
- The auto RF switch box
- The F type Converter (300/75 ohm)
- The Matching Transformer (75/300 ohm)

You will not need to use *all* of these connectors. Compare your TV with the illustrations below to decide which procedure is necessary.

TV with video and audio input jacks

BACK VIEW OF POWER BASE

BACK VIEW OF TV SET
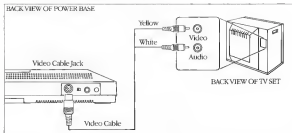
*If your TV has video and audio input jacks* (usually in the back of recent-model TVs), the Sega connection can be made simply by using the video cable. No other connectors are necessary.

1. Insert the single-plug end of the Video Cable into the Video Cable Jack on the Power base.

2. Insert the yellow plug on the Video Cable into the TV's video input. Insert the white plug into the TV's audio input.

3

If your TV does *not* have video and audio inputs, use one of the following procedures:

TV with single-plug antenna cable (for either cable TV or VHF antenna cable)
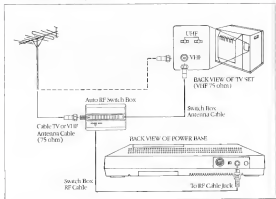
If a single-plug antenna cable is plugged into your TV (or you have cable TV), the Sega connection can be made using the Auto RF Switch Box. No other connectors are necessary.

1. Unplug the Antenna Cable from the TV, and plug it into the Auto RF Switch Box.

2. Now, plug the Switch Box Antenna Cable into the TV.

3. Finally, plug the Switch Box RF Cable into the RF Cable Jack on the back of the power base.

4

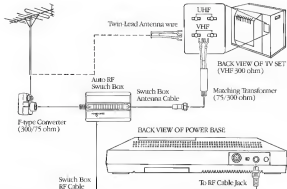# TV with F-type converter

F-type Converter
(300/75 ohms)

Auto RF Switch Box

Switch Box
Antenna Cable

BACK VIEW OF TV SET
(VHF 75 ohms)

UHF

VHF

BACK VIEW OF TV SET
(VHF 75 ohms)

BACK VIEW OF POWER BASE

Switch Box
RF Cable

TV RF Cable Jack
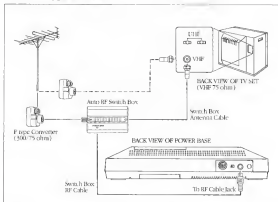
If an F-type converter is plugged into your TV, the Sega connection can be made using the Auto RF Switch Box. No other connectors are necessary.

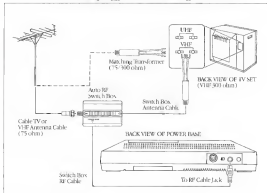**1.** Unplug the F-type Converter from the TV and plug it into the Auto RF Switch Box.

2. Now, plug the Switch Box Antenna Cable into the TV.

3. Finally, plug the Switch Box RF Cable into the RF Cable Jack on the back of the power base.

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Labels within the diagram:

UHF

Twin-Lead Antenna wire

UHF
VHF
UHF
VHF

BACK VIEW OF TV SET
(VHF 300 ohm)

Auto RF
Switch Box

Swtich Box
Antenna Cable

Matching Transformer
(75/300 ohm)

F-type Converter
(300/75 ohm)

BACK VIEW OF POWER BASE

Swtich Box
RF Cable

To RF Cable Jack

the antenna cable consists of
...ein-Lead Antenna wire connected
... your TV, the Sega connection
...an be made using the Matching
...ransformer, F-type Converter and
...uto RF Switch Box.

1. Disconnect the Twin-Lead Antenna wire from the TV, and connect them to the F type Converter.

2. Plug into the Auto RF Switch Box.

3. Plug the Switch Box Antenna Cable into the Switch Box Antenna Cable into the Matching Transformer. Then, connect the Transformer's Twin-Lead Antenna wire to the back of the TV.

4. Finally, plug the Switch Box RF Cable into the RF Cable Jack on the back of the power base.

**TV with cable TV
or VHF antenna cable plugged into matching transformer.**

*If cable TV or a VHF antenna cable
is already plugged into a matching
transformer at the back of your TV,
the Sega connection can be made
using the Auto VHF Switch Box
with the already-present matching
transformer.*

1. Leave the Twin Lead Antenna
   wire of the Matching Trans-
   former connected to the TV.
   Unplug the VHF Antenna Cable
   from the other end of the
   Transformer.

2. Now, plug the VHF Antenna
   Cable into the Auto RF Switch
   Box.

3. Plug the Switch Box Antenna
   Cable into the Matching Trans-
   former.

4. Finally, plug the Switch Box
   RF Cable into the RF Cable Jack
   on the back of the power base

TV with connected video cassette recorder
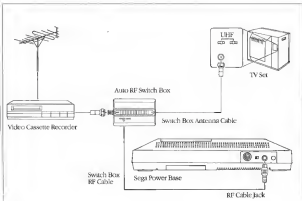
If a video cassette recorder is already connected between the antenna and the television's VHF terminals, the Sega connection can be made using the Auto RF Switch Box (and, if necessary, the F-type converter and/or the Matching Transformer).

1. Disconnect the Video Cassette Recorder Cable from the television's VHF terminal (or from its Matching Transformer). Then, plug this same cable into the Auto RF Switch Box. (If this cable has a Twin-Lead Antenna wire, use the F-type Converter to make this connection.)

2. Now, plug the Switch Box Antenna Cable into the television's VHF terminal (If a Twin-Lead Antenna wire is required, use the Matching Transformer to make this connection.)

3. Finally, plug the Switch Box RF Cable into the RF Cable Jack on the back of the power base.

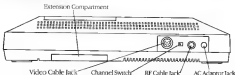NOTE: If there is a UHF cable connection, leave it as it is

Powering Up the System

AC Adaptor
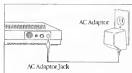
AC Adaptor Jack

■ Connect the AC Adaptor Plug to the Power In Jack of the power base.

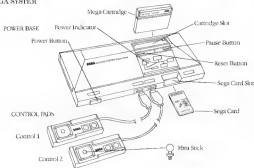■ Plug the AC Adaptor into an electrical outlet.

TV Channel Setting

BACK VIEW OF POWER BASE

Extension Compartment

Video Cable Jack   Channel Switch   RF Cable Jack   AC Adaptor Jack

AV EXT   CH3 CH4   AC ADAPTOR

1. Set the Channel Switch on the back of the power base to CH 3 (low).

2. Set your TV to Channel 3. (If you have a late model TV with several video inputs, set the channel to E3, or external video input 3.)

3. If channel 3 is used for broadcasting, set your TV to channel 4. Then, be sure to switch the Channel Switch on the power base to CH 4 (high).

4. If your TV has an automatic fine tuning control (AFC), turn it off and manually adjust the picture. However, if you have a color TV that turns black and white when the AFC is turned off, leave the AFC on.

SEGA SYSTEM

POWER BASE
Mega Cartridge
Power Indicator — Cartridge Slot
Power Button
Pause Button
Reset Button
Sega Card Slot

CONTROL PADS
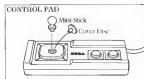Control 1
Control 2
Sega Card

Mini Stick

1. Plug a control pad into "Control 1" on the power base. If the light phaser accessory is to be used (optional), plug the light phaser cord into "Control 1." For two players, use both control pads, and plug them into Control 1 and 2.

2. Press the power button **off**. Be sure the power light is not on. Never insert or remove a cartridge or Sega Card while the power is on.

3. When you are using a Sega Mega Car tridge, insert it, label facing forward, into the cartridge slot. Press it fully into the slot.

4. When you are using a Sega Card, insert the card, label side up, facing away from you, into the Sega Card slot.

NOTE: A Sega Card and a Mega Car tridge cannot be used simultaneously.

5. Press the power button on. The power light should turn on

6. If all connections have been properly made, the Sega logo will appear, followed by the title screen and, in some cases, a demonstration of the game.

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Optional Mini-Stick
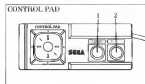

CONTROL PAD

Mini Stick

Cover Disc

- Hold down outer rim of control cushion.
- Remove round cover disk from center with fingernail.
- Screw in mini-stick.

Start, Pause and Reset

1. To start the game, press button #1, on Control Pad 1. For two players, press button #1 on Control Pad 2.

2. To reset the game to the beginning, press the Reset Button on the power base. You will return to the title screen.

3. To pause the action, press the Pause Button on the power base. To resume the action, press it again.

4. To resume regular TV broadcasting, turn off the power base, change the channel on the TV.

For individual game instruction, refer to the manual that comes with your Sega Card or Cartridge.

CONTROL PAD

CONTROL PAD

1   2

SEGA

The Sega System

Problem	Before requesting repair, check the following items:
No picture on screen	• Is the power base turned on? • Is the AC adaptor properly plugged in? • Is the TV turned on? • Does the power base channel switch agree with the TV channel being used? • Is the Sega cartridge or card properly inserted? • Have you connected the RF Jack with the Video or Power In Jacks? • Review the connections between the TV antenna cable, power base and TV terminals.
Screen flickers or no color	• Are the antenna cables properly connected? • Is the TV channel fine adjustment properly set? • Are the TV color controls properly set? • Is the Sega cartridge or card properly inserted?
No game sound	• Is the TV volume too low or off? • Have the connection cables come loose or gotten disconnected?
Picture on TV screen is not steady	• Make sure that the TV synchronization settings (vertical and horizontal) are correct
Fringes appear on TV during game	• Adjust the manual fine adjustment controls on the TV
Fringes appear on TV during a broadcast	• Is the antenna cable properly connected? • Make sure that you have turned off the power on the power base
TV screen reads "SOFTWARE ERROR"	• Call Sega Customer Service to determine whether game is defective or improperly duplicated

If you continue to have a problem, use this manual to carefully re-connect the system, step by step. If the problem still exists, please call the Sega Customer Service Department. Outside California call 1-800-USA-SEGA. Inside California call (415)742-9300

90-Day Limited Warranty

To validate the following 90-day limited warranty, your warranty card and sales slip or proof of purchase should be completed and returned to Sega within 10 days after date of purchase.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega System and all components parts* shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective system or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or work-manship. Additionally, this warranty shall not be valid if the serial number of the Sega has been altered, defaced, or removed in any way.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following numbers:

Outside California: 1-800 USA-SEGA
Inside California: 1-800 673 7423
Our Customer Service Department is in operation from 8:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. *Do not return your Sega System to your retail seller.*

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective system to us. The cost of returning the system to Sega's service center shall be paid by the purchaser.

Sega serves a center is located at the following address:

SEGA OF AMERICA, INC.
573 Forbes Blvd.
South San Francisco, CA 94080

Repairs After Expiration of Warranty

If your Sega System requires repairs after termination of the 90-day warranty period, you may contact the Sega Customer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective, non-functioning, freight prepaid, to Sega's service center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is deter-mined that your machine cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

*Components packaging model numbers) covered under this warranty are: Sega Power Base, control pack, Sega Cartridge, AC Adapter, and RF switch box, coordinator, and three controller.

Compliance With FCC Regulations

This equipment generates and uses radio fre-quency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and tele-vision reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turn-ing the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the SEGA System away from the receiver
- Move the SEGA System away from the receiver
- Plug the SEGA System into a different outlet so that the SEGA System and the receiver are on different branch circuits

If necessary, the user should consult the dealer or an experienced radio or television technician for addi-tional suggestions. The user may find the following booklet prepared by the Federal Communications Com-mission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the US. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.